Variables

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let name = “Michael”
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let age = 32
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Type can be specified explicitly

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```
let amount:i64 = 8473926758472
```

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```

```
let age = 32
```

Rust is a strongly typed language

Variable type is optional if it can be inferred

Type can be specified explicitly

```
let amount:i64 = 8473926758472
```

```
let amount = 8473926758472                    // error
```

Variables

Names can contain letters, numbers and underscores

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Must start with a letter or underscore

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Follow snake_case naming convention

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Immutable by default

```
let length = 34;
length = 35;                    // error
```

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Must start with a letter or underscore

Follow snake_case naming convention

Immutable by default

```
let length = 34;
length = 35;                    // error
```

Can be declared mutable

```
let mut length = 34;
length = 35;
```

Variables

Shadowing is allowed

```
let color = “blue”;
let color = “red”;
println!(“Color is {}”, color);          // Color is red
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let color = “red”;
println!(“Color is {}”, color);          // Color is red
```

Declaring multiple variables simultaneously

```
let (a, b, c) = (2, 3, 4);
```